

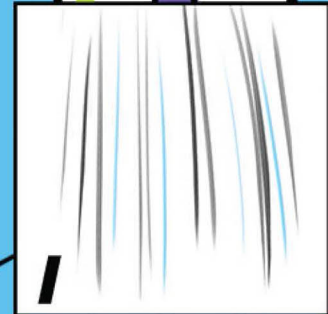


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Written by Michael Mattesi
Illustrated by Mritunjay Varun

FORCE Fabric

How to Draw Clothes

FORCE FABRIC

The nude figure defines the best way to learn the fundamentals of drawing, yet the end goal of most art presents clothed figures, be it animation, video games, film, or fine art. This seventh book in the 'FORCE' series instructs artists on understanding fabric with FORCE, thus leading to improved drawings of clothed figures. Expertly organized and beautifully illustrated, the book instructs artists to see clothing in a new way, through FORCE. Michael's clear, concise, and informal writing coupled with Mritunjay and Michael's FORCE drawings of clothed models comprehensively informs you, the curious artist, to identify and draw FORCE clothing.

Key Features:

- The unique, dynamic FORCE Drawing learning system that has helped thousands of artists enhance their figure drawing abilities now brings clothing to the figure!
- Easy to follow fundamentals on drawing clothed figures for games, animation, film, or fine art
- A clear, organized, and understandable, step-by-step approach to learn about the effects of FORCE on fabric and how that pertains to drawing clothes
- Learn to see clothes through tight, medium, and loose-fit and discover the common fold types per category, making it easier to identify and draw
- A 'sticker system' that presents the different types of folds found in different fit types of clothing
- Each chapter has exercises you can use to help learn the process of drawing clothes
- Find out how line can illustrate the texture of different fabrics in your clothing drawings
- A robust author website with further information, forums, and videos
- Color-coded page edges to quickly find the material you need
- Unlock your imagination; put the theory into practice with detailed exercises to sharpen your skills



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FORCE FABRIC

How to Draw Clothes

Written and Illustrated by Michael Mattesi

Illustrated by Mritunjay Varun

Visit www.drawingforce.com

Sign up for Mentorship

View online tutorials

Enroll in Classes and join the FORCE Community!



CRC Press

Taylor & Francis Group
Boca Raton London New York

CRC Press is an imprint of the
Taylor & Francis Group, an **informa** business

Designed cover image: Michael Mattesi

First edition published 2024
by CRC Press
2385 Executive Center Drive, Suite 320, Boca Raton, FL 33431

and by CRC Press
4 Park Square, Milton Park, Abingdon, Oxon, OX14 4RN

CRC Press is an imprint of Taylor & Francis Group, LLC

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ISBN: 978-1-138-48546-4 (hbk)
ISBN: 978-1-138-48541-9 (pbk)
ISBN: 978-1-351-04946-7 (ebk)

DOI: 10.1201/9781351049467

Typeset in Futura
by codeMantra



Michael's Dedications

For Opi, my Polish grandfather, an incredibly skilled tailor. Above are German books for tailoring clothes and a wooden triangle, my cherished remnants of him and his trade. His skills helped him navigate through World War II, discover and marry my grandmother, become a father to my mother, and migrate to the United States to establish himself in his career.

My Italian grandmother, Nonna, chased the American dream, working for pennies stitching high-end Italian ties. She worked diligently to buy a house in Brooklyn and support their family.

Mritunjay's Dedication

To my beloved mother Jyoti Varun and grandmother, Gayatri Devi Varun, who have always been my source of inspiration and strength. Your unwavering love and support have guided me through every challenge and celebrated every victory. This book is dedicated to you, with gratitude and love, for shaping me into the person I am today. Thank you for being my rock and my shining star. I love you always.



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Foreword

As a costume designer, I visualize and design all the costumes for films and television shows. I am responsible for creating the characters through clothing for audiences to understand who these people are, what economic background they come from and what is their emotional journey. As you see an actor on the screen you can tell immediately, before they say their dialogue, who they are by what clothing they are wearing. Clothing informs our eyes and tells a story.

I was extremely excited to read Mike Mattesi's book. I designed many CGI characters for films. I got to work with the director Rob Minkoff on Stuart Little, who upon hiring me told me he wanted Stuart to look like a normal human teenager. It was a challenging task as Stuart is a mouse and his body does not resemble the human body due to his big tail and giant ears.

In Mike's book, you can learn how to approach functional design of CG clothes. It was very informative to read the explanation how to do it step by step. Stuart's CGI costumes were difficult to design and I wish I had Mike's FORCE Fabric book to help me understand how to approach scale and proportion of designing for his Stuart's odd shape. The Force book will teach you how to find the right fit, how the fabric needs to move and feel like the real thing. As costume designers/creators we have to think of fabric movement, volume and memory—and all of that is in this book. Reading about the small detail that Mike explains about folds, wraps, seams and zippers will add to better design of an overall costume.

For Enchanted, the film directed by Kevin Lima, I had to design costumes for 2D characters, which turned into live action characters played by actors. In the case of the evil Maleficent, she transformed into a CGI dragon. I was dealing with designing in three mediums and had to translate the costumes, shapes, proportions and textures from a flat drawing to real life and then CGI, all seamlessly and accurately. In each medium, they had to move and feel the same. I loved the challenge and how important each detail was to make sure the characters looked perfect for each incarnation.

When we design CGI characters, we have to go through each step and Mike teaches you how to do it from beginning to end. When I finished designing Stuart's looks and was happy with the fit costume, I still needed to add texture and aging. This is a crucial stage to make the clothing look like real fabric and this FORCE book helps you understand that. Stuart had scuffed knees, some dirt on his shirt, and he did end up looking like a real teenager!

The FORCE Fabric book will help you learn how to create digital costumes that will feel as real as possible to the human eye and delight audiences who watch the films.

Enjoy! Mona May @itsmonamay



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Special Thanks

Michael

The person I don't know how to thank deeply enough is my wife Ellen. Twenty-five years of marriage and a library of FORCE books later, she has been my inspiration, my support, my personal editor, and so many other facets in my life. I want all of you to know that all of these FORCE books would not exist without her.

To my editor at CRC press, Sean Connolly, whose unwavering trust and support keeps me inspired to write new books!

To SM Amudhapriya and the team at Codemantra for guiding the book through production to its successful completion.

To Mritunjay, for his faith in the FORCE drawing approach and helping me show new artists how amazing their drawings could be utilizing FORCE!

Mritunjay

To Mr. Michael Mattesi, whose wisdom, guidance, and unwavering belief in me have shaped my artistic journey.



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Author

Michael Mattesi has authored six FORCE books, published in numerous languages, and utilized around the world to inspire and educate artists on the concept of FORCE. He has instructed FORCE Drawing for over 25 years and inspired thousands of artists.

Simultaneously, Michael has been contributing his skills as a professional artist on numerous award-winning projects in varied capacities and has collaborated with Pixar, Walt Disney Feature Animation, Walt Disney Consumer Products, Marvel Comics, Hasbro Toys, ABC, Microsoft, Electronic Arts, DreamWorks/PDI, Zynga, The School of Visual Arts, Beijing University, Art Center, Scuola Internazionale di Comics, San Jose State University, The Academy of Art University, Nickelodeon, LeapFrog, and many others. Michael's students occupy all fields of the art industry and have themselves gained prestige for their abilities.

Michael's creative and artistic, twenty five year career has provided him with a wide range of experiences across animation, video games, comics, advertising and art education. He accomplished this through a roller-coaster journey of owning a video game art resource company, shipping over 35 game titles that have won numerous awards, creating one of the earliest entertainment art schools, and writing seven books on his radical philosophy on drawing called FORCE! Michael has either worked or taught in numerous capacities from creative director to concept artist, at world class companies such as Pixar, Walt Disney Studios, Electronic Arts, Microsoft, DreamWorks/PDI, Zynga, LeapFrog and Nickelodeon and many others.

Contact him at:

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Introduction

This book, *FORCE Fabric: How to Draw Clothes*, the seventh book in the 'FORCE' series, instructs you, the artist, how to draw clothes with FORCE.

Here we are, 20 years after I published the first FORCE book, and I feel a bit embarrassed to have taken this long to write a book about how to draw clothes. Clothing and fashion design represent intrinsic influence of the world's cultures, occupations, and personal expression! I admit I personally am not exactly fashion-forward, but I do appreciate the vast variety and impact of fashion from creative art to functional utility. My past employment as an art director in the video game industry offered me the opportunity to guide numerous character designers in their creation of fictional characters where fashion was a key component. Sure, maybe you are not into fashion, but I can guarantee you are affected by it through some form of entertainment, be it video games, live action film or television, animation or comics, and ultimately by the clothes worn by you and those around you.

Let's admit that the nude figure is the best way to learn the fundamentals of drawing. We learn how to draw from the nude model. But the end result, with most art, is presented with clothed figures. This book instructs artists to see clothing in a new, unique way, through FORCE. Clear, concise, and informal writing, coupled with my and Mritunjay's drawings of clothed models, will teach you to see FORCE in clothing. In the end, a new awareness of fabric, folds, and clothing will help you recognize important cues, use this knowledge as a tool to create form and appealing FORCE shapes, and employ clothing to support character and design in your drawings. Welcome to *FORCE Fabric*!

I put great effort into how this book is constructed and designed so you the artist can understand and use it to improve your skills! Let me explain to you how to use this book. I came to the conclusion that three main topics of discussion in drawing fashion are as follows:

1. FORCE Fundamentals: FORCE, Form and Shape
2. How Fabric Folds: Types of Fabric and Different Folds
3. Fit: Tight, medium, and loose

Let's first discuss some overarching key concepts before we enter the specifics of drawing clothes.